

CLAIMS

What is claimed is:

1. A system for entity programming, comprising:
 - an entity player for invoking an entity, wherein the entity includes a plurality of methods;
 - an entity editor connected to the entity player; and
 - at least one control device connected to the entity player, wherein the entity player invokes the entity methods in accordance with the control device.
2. A method for entity programming, comprising:
 - selecting an entity wherein the entity includes a plurality of commands that are associated with the entity; and
 - selecting at least one entity command.
3. The method of claim 2, wherein the step of selecting the entity commands is performed through the use of an entity editor.
4. A method for entity programming, comprising:
 - downloading an entity, wherein the entity is associated with a plurality of commands;
 - opening the entity in an entity editor to determine the plurality of commands associated with the entity;
 - selecting at least one command; and
 - constructing a message from the selected command.

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